GATE 1 PRESENTATIONS:

Working Title: Genesis: Beserker Reference No:

Project Type: B: Levels Game

B.O.B.B

- Sometimes the best laid plans go wrong
- A rogue Genesine factory and they are looking for you
- Direct your guards against them
- Multiplayer option with choice of sides
- Trading and collectibles

Project Description:

The Story

They said it couldn't happen - a Genesine gone wrong! As head of Genesis Corps, you believed it – Right! That's why you personally designed the 'Guard 270'... full positronic overlay on an SAS organic brain core. Sure, the beserker's angry and is coming to get you, in your office at the top of the building, but the guards will sort it out-just a quick disassembly or prevent its passage through the building. Pity you'd not acted sooner as only one guard is assembled, the rest are stilll so many parts in storage!

The Game

A Platform Game with a difference. *You* aren't climbing levels you are trying to stop the Beserker from doing so. First design the Guard270 from the Genesis Corps Parts list. Only one guard is assembled so you must direct it to storage depots to build extra guards. First play initialising would include some rare/parts in each version, which could be traded with other users. The depots also contain parts required for Genesines (guard or beserker) to enter locked or booby-trapped of the building, or defeat their opponent's parts. (analogy: scissors/paper/stone) . Once you have more than one guard you must continuously provide direction and command to each in realtime.

There's always a catch… You insisted the rogue plant be automated so you'd better reach the off switch too… or the beserker won't be alone! Still got the stomach for it? If not – change it! Did you win great… lets build bigger and better Genesines… using a faster automated plant, why not cut some costs while we are at it… Ooops!

The Beserkers default to computer control but offer an alternative side in a multiplayer option.

Target Market

Boys 6+ or older dependent on implementation

ESP's

- Levels game with a difference
- Space invader/Tetris style swarm-speed induced panic
- Collaboration against the machine or two player mode.
- Inverse Lemmings

Competitors Analysis / State of Market

- Pokémon

Target Platforms

Colour Gameboy

Concept Artwork